

June 25, 2008

K-20 Education Sub-Committee Proposal *Draft*

*Presented to the
2010
World Equestrian Games
Education Committee*



Education Sub-Committee Proposal Overview

The purpose of the K-20 Education Subcommittee is to enhance the knowledge of horse sports and the World Equestrian Games, the relationship between the horse and the Commonwealth, and highlight the Kentucky Horse Park as the premier equestrian facility in America through the K-20 school system. This subcommittee, working in tandem with the subcommittees focusing on the equestrian community and the public at large, will develop materials specific to the curriculum requirements in K-12 schools and the success of students in postsecondary education.

The Alltech FEI 2010 World Equestrian Games K-20 Education Subcommittee has identified specific goals and objectives (see attached) to create a seamless program of educational opportunities that will align with the mission of the Games, which is:

The non-profit World Equestrian Games 2010 Foundation, Inc., on behalf of The Kentucky Horse Park and the United States Equestrian Federation, will produce the Games so that they will be artistically, technically and commercially successful in order to elevate horse sport in America, showcase the Commonwealth of Kentucky and provide for the Kentucky Horse Park to become the greatest equestrian venue on earth.

In order to insure that only world class materials, capable of crossing state and international borders, are produced for use in schools across the Commonwealth, our proposal includes several unique projects developed and implemented in four separate yet overlapping phases:

Phase 1. Planning and development of curriculum materials, special projects and technology integration. Development of mission statements for teams, identification of expected outcomes, identification of needs within the schools, exploration of projects for Internet 2, on-going student involvement in documentary film, podcast development, etc. Exploration of feasibility of developing curriculum-based educational computer game related to the events of the 2010 Games. Establishment of benchmarks and performance indicators to measure outcomes relating to the goals and objectives. (July 2008 – August 2009)

Phase 2. Initial implementation of curriculum materials, mini-units of study, Encyclomedia resources. Launching of selected virtual events on Internet 2. Field testing of 4-H related projects, FFA activities, etc. (September 2009 – January 2010)

Phase 3. Full integration of educational materials in the classrooms complemented by activities utilizing Internet 2, presentations by FFA, STLP, 4-H students, etc. (February 2010 – September 2010).

Phase 4. Implementation of educational projects designed to occur during the Games and post Games. Review of materials and activities implemented during the previous 2 years and their effectiveness in enhancing the awareness of the WEG, elevating horse sports, enhancing knowledge of the Commonwealth, and showcasing the Kentucky Horse Park as the premier equestrian venue in America.

The individual projects and their probable timelines and budgets are described in the following pages. They are:

- Project Teams' Orientation and Planning Session
- Curriculum-Based Learning Tools
- Student Technology Experience
- Virtual Learning Opportunities for Students and Teachers Worldwide

- International Equine Summit
- Equine Artist Project
- Virtual Events
- Art and Music Competition
- 4-H and FFA Education Projects
- Miscellaneous Projects: *Web Cams, Kentucky Teaching and Learning Conference, Artist-in-Residence Opportunities, Sports Management Interns*

Introduction

During the course of the next two years, Kentucky educators will design and implement a variety of learning tools that will help to elevate horse sport in America and showcase the Commonwealth of Kentucky. These tools will be aligned with the Kentucky Core Content and Program of Studies, as well as the goals and objectives of the Council on Postsecondary Education and will focus on inquiry-based learning for students at all levels from kindergarten through post-secondary. Development of educational materials and projects will require resources not currently allocated and the sub-committee will work closely with the WEG sponsorship division and local communities to identify potential avenues for funding.

Because the useful application of inquiry-based learning involves several factors: a context for questions, a framework for questions, a focus for questions, and different levels of questions, the education materials developed in partnership with the WEG will be designed to incorporate these factors. The education tools proposed can be used by schools to help organize the content of the curriculum to provide a relevant and cumulative framework for effective learning. Utilizing the many real-world connections that the WEG provides will provide students with different ways of viewing the world, communicating about it, and successfully coping with the questions and issues of daily living. In order to develop relevant, engaging and research-based educational tools that can be utilized within the Commonwealth and across state lines, a 14 month planning period will be necessary.

Following are the goals and objectives of the K-20 sub-committee and a listing of proposed projects beginning with a main planning and development phase to begin in late summer and early fall.

Goals and Objectives K-20 Education Sub-committee

Goals	Objectives
<p>To identify activities to provide the best means of developing standards-based learning activities which enhance the interest in, and knowledge of, the World Equestrian Games.</p>	<p>To use the period from July 1, 2008 through August of 2009 as a planning and development time.</p> <p>Identify expert curriculum specialists and unit developers, master teachers with proven track records in increasing student learning, technology experts, and top high school students to form teams to develop classroom and school-based interdisciplinary mini-units of study at the elementary, middle and high school levels.</p> <p>Provide training at the Kentucky Horse Park about the events of the World Equestrian Games, Kentucky's horse history, and the economic impact of the horse in Kentucky and America for curriculum specialists from the Kentucky Department of Education, master teachers and recognized course developers, students and technology experts.</p> <p>Collaborate with the Kentucky Science Teachers Association to develop science-related lessons that will be uploaded to Encyclomedia for use by teachers at any time.</p> <p>Utilize the existing 4-H Regional Horse Experts to work with highly skilled teachers and students to create hands-on learning experiences to introduce a wider group of students to horse sports and the importance of the horse in Kentucky.</p> <p>Include college-level equestrian programs, Future Farmers of America, and the Agricultural Science experts at the colleges and universities in the Commonwealth in the planning and delivery of educational material relating to the goals of the WEG.</p> <p>Incorporate world languages and cultures into the presentations/demonstrations about the horse in sport and the connection to Kentucky's horse legacy and to the Kentucky Horse Park.</p> <p>Develop materials for the summer writing academies to assist teachers in using information about the WEG to teach writing through exposure to the events of the WEG.</p>

Goals	Objectives
To align the goals of the Kentucky Board of Education with the goals of the World Equestrian Games education committee.	Insure that the core content and program of studies, and major objectives of the KBE Strategic Plan, are incorporated into all learning opportunities presented by the education committee.
To provide students and teachers with the opportunity to enhance their knowledge of technology and utilize that knowledge to bring the events of the World Equestrian Games to the world.	<p>STLP Students, under the direction of Elaine Harrison, will work with the Marvo Entertainment Group on the production of the 2010 World Equestrian Legacy.</p> <p>Students across the state from the elementary to the university level will create web-based events and podcasts centering on the World Equestrian Games, the Kentucky Horse Park and the Commonwealth of Kentucky. These will reach a world-wide audience through the use of Internet 2.</p> <p>Explore the possibilities of developing a computer game that blends the entertainment factor of this medium with actual curriculum and learning by embedding formativeassessments within the games.</p>

Project Teams' Orientation and Planning Session

Description

Four work groups, consisting of curriculum specialists, master teachers, proven course developers, instructional technology experts, assessment consultants, students and high achieving representatives from 4H, FFA, and FEA will convene to design and implement learning opportunities including possible development of mini units of study or lesson plans for teachers, Learning Depot and Encyclomedia-based teaching tools, technology projects related to the objectives of the K-20 education subcommittee and WEG, and other tools to enhance student learning and promote Kentucky, the Kentucky Horse Park and the WEG. These workgroups will collaborate to develop educational materials, as well as plan and execute the projects proposed by the K-20 education sub-committee.

The four workgroups will address the following areas of education project development and implementation:

1. Curriculum/unit planning (science, math, social studies/economics, art & music, world languages and culture)
2. 4-H, FFA and AG-Science
3. Technology
4. Communications and sponsorship development

Team leads will be assigned for each of the 4 workgroups and will be provided a stipend to serve in this capacity. The Kentucky Department of Education will assume the role of project director at no cost.

The education committee would bring these teams together at the Kentucky Horse Park in September 2008 for a two day seminar/work session. FEI and the Kentucky Horse Park would be asked to host a 2-day intensive "horse course" to provide information about the FEI, USEF, the Kentucky Horse Park and the 8 equestrian events of the Games; the history of the horse; the economic impact of the WEG on Kentucky; the international impact of horses in sport; and the horse itself (anatomy & physiology, breed types, etc). The Council on Postsecondary Education will provide an introduction to Internet 2 and showcase the various technology tools available to the work teams. (This could also be presented in a virtual environment before the teams meet at the Horse Park.)

The work teams would spend the latter half of the second day defining their work, establishing benchmarks and timelines, and setting up a means for collaborating via the virtual environment. The Kentucky Horse Park would donate use of facilities and together with FEI would provide instructors, lecturers, demonstrations, etc. KDE would provide curriculum specialists to assist in making connections. CPE would provide technology resources and access to Internet 2 for demonstration/instructional purposes.

Projected output will include but not be restricted to:

- Establishment of 4 distinct workgroups and team leads
- Identification of potential funding sources and establishment of timelines
- Identification of specific projects and expected outcomes as they relate to the objectives of the K-20 education subcommittee and the goals of the WEG.

Objectives:

- Enhance collaboration among educators across Kentucky and the world
- Provide exciting, interesting research-based educational materials for students and teachers at all levels

Timeline:

09/2008	Two-day intensive information workshop for members of K-20 educational workgroups (this will require buy-in from superintendents in order to allow release time for participating educators, etc.)
10/2008 – 07/2009	Workgroups refine projects and establish performance indicators; develop materials; identify resources; collaborate across disciplines; etc.
08/2009 – 10/2010	Projects will gradually be released for testing and full implementation

Budget

2-Day Workshop travel, per diem, stipends for 40-50 educators and students	\$50,000
Other projects**	

(The cost of developing 4 multi-disciplinary units will be based on a \$25 hourly rate for professional team members plus any necessary travel expenditures, cost of video production and editing, and printed materials, etc.

** Other projects which will be developed are listed separately with separate budget and timeline estimates within this proposal.

Curriculum-Based Learning Tools

Description

The development of research-based classroom learning tools, consistent with Kentucky's Core Content and Program of Studies is an essential component of education-related activities relating to the World Equestrian Games of 2010. The event, not unlike the statewide celebration of Abraham Lincoln, lends itself to many opportunities to bring new and exciting information about Kentucky, the world, and the important role the horse has played in history directly to the classroom in our K-12 schools.

The curriculum workgroup will explore best-practices in the teaching of subjects such as science, math, social studies, world languages, writing and music and art and design mini-units of study or lesson plans which can be used in conjunction with the curriculum being taught in Kentucky's schools. Materials will be developed which can be housed on Encyclomedia, Kentucky Learning Depot, Kentucky Virtual High School, and other widely available venues.

The workgroup will spend the initial planning year selecting topics, developing course outlines, gathering resources, and organizing materials. Students will be integrally involved in this process and will have opportunities to contribute materials, develop pod-casts and Wikis, etc.

Lessons will be field tested beginning in the fall of 2009 and will become available to the general education population as they are finalized. Although these lessons will be targeted to the goals of the WEG, they are expected to have an indefinite shelf-life and be used in schools for many years to come.

Projected output will include but not be limited to:

- Curriculum-based educational units in math, science, technology, social studies, world languages, art and music
- Student directed learning tools
- Written materials supported by video and other multi-media presentation tools

Objectives

- To enhance student learning
- To raise the level of consciousness about Kentucky history, the horse, the Kentucky Horse Park and the World Equestrian Games through classroom-based learning.

Timeline

08/2008-09/2009	Planning and development
09/2009	Field testing begins
10/2009 – 12/2010	Incorporation of lesson materials in Kentucky K-12 classrooms.

Budget

Team leads (4 @ \$7500)	\$30,000
Mini-unit/lesson plan development	\$125,000
Reproduction of materials and distribution including editing video for use on web-based educational sites	\$50,000

Student Technology Experience with Marvo Entertainment Documentary

Description

Throughout the production of The 2010 World Equestrian Legacy, another, perhaps equally important legacy, is beginning to unfold. In partnership with students and teachers across the state of Kentucky, Marvo Entertainment Group is capturing the creativity, enthusiasm, and technology expertise of Kentucky's best and brightest by providing exciting opportunities for students to make significant contributions to this documentary miniseries.

Marvo Entertainment Group, together with Kentucky's Student Technology Leadership Program (STLP) and the Kentucky Department of Education, will ensure that both students and educators are an integral part of this Kentucky story that is being told. Students will be utilized in research, creative and technical writing, videography, photography, editing, interview experiences, podcasts, and website design. Selected students will serve on the curriculum development teams with curriculum development experts and master teachers to learn how to integrate the development of classroom learning tools into technology, arts and humanities. Inclusion of this educational component in The 2010 World Equestrian Legacy highlights the Marvo team's commitment to the young people of Kentucky.

Student work will be showcased and viewed not only by Kentuckians but also by the world, these students will be leaving a legacy for the future—a legacy of educational achievements beyond the classroom. Their work will increase interest in the events of the World Equestrian Games and help to elevate horse sport in the Commonwealth, and across the country.

Funding will be sought to cover the expenses of the students, equipment that may not be available through the schools, editing time, accommodations, etc.

Projected output will include but not be restricted to:

- Learning opportunities linked to technology, arts and humanities, history, communications, world languages and culture

Objectives:

- Meets goals of WEG K-20 subcommittee:
- Increase interest in, and knowledge of, the World Equestrian Games

Timeline:

09/2008 – 05/2009	Initial projects for STLP culminating in STLP Showcase in May 2009
06/2009 – 10/2010	High level projects based on selection of top students from Showcase and other projects presented during year one

Budget

Student support and materials	\$25,000 - \$50,000
-------------------------------	---------------------

Virtual Learning Opportunities for Students and Teachers Worldwide

Description

Teachers from around the world will “connect” by submitting student and class work for display and comments, pod casts, video submissions, and blogging. University students will produce a Second Life gaming environment for the parallel 2010 Games. K-12 students will compete in creating animations or games based on the 8 equestrian events using such tools as Scratch (<http://scratch.mit.edu/>) or Alice (<http://www.alice.org/>) for the 2010 Games.

Second Life is a 3-D virtual world application used for social interaction and, increasingly, for education. Users create representations of themselves called “avatars” to communicate with other users and explore a vast virtual civilization. People separated geographically or who have disabilities are able to complete activities virtually that are not available to them in “real life.” The application may look and feel like a video game, but users do not simply interact within a fixed environment created by a game developer. All content within Second Life is created by the users themselves, making this particular virtual world application specifically well-suited for educational use.

Several universities in Kentucky have virtual space in Second Life and are developing educational opportunities for students who use virtual worlds. A support group called the Rowdy KYians links the universities’ virtual world projects, providing an opportunity to network and share ideas. This group can form the basis of a series of virtual world activities that link the island to the 2010 Games and bring visitors from around the world to the virtual Kentucky universities and each university’s related Games-centered activities. University students will participate in the build, coached by staff experienced in Second Life.

Projected output will include but not be restricted to:

- Display of student and teacher work showcasing Kentucky and the WEG
- Establish relationships between educational material and virtual world delivery

Objectives:

- Connect teachers and students worldwide at the university and K-12 level
- Build a parallel virtual gaming and learning environment that broadens access to the 2010 Games.
- Highlight Kentucky, the Kentucky Horse Park and the 8 events through the eyes of Kentucky teachers and students using a virtual educational environment.

Timeline:

08/2008-08/2009	Establish technology team; attend summer workshop; plan structure and delivery of the project; establish performance indicators by which to measure success of project
08/2009-12/2010	Implement project; expand scope depending on interest, participation and resources; plan for continuation of project beyond WEG 2010

Budget

Estimated Overall Project Budget (excludes cost of bringing team members to summer 08 workshop)	\$15,000 - \$25,000
---	---------------------

International Equine Summit

Description:

The WEG 2010 Games will serve as a prestigious forum for an international equine summit that can showcase Kentucky's unique equine programs and resources, and, generate scholarly communication among equine experts across the world to further promote and contribute to equine research and industries. The summit will be designed and organized through the Council on Postsecondary Education working with Kentucky's institutions of higher learning.

This day-long live event will be held in local as well as remote sites where equine scholars, researchers, and experts are. These experts will be connected via Internet2 to allow a virtual, real-time, and interactive exchange. The summit will also provide a golden opportunity for students in Kentucky and all over the world to participate via Internet2 and learn from these experts firsthand.

Some examples of Kentucky's equine programs and resources are: University of Kentucky's Gluck Equine Center which led the 12-year world-wide effort in completing the Horse Genome Project in December 2007, Midway College's Bachelor of Arts in Psychology with a Concentration in Equine Assisted Learning, University of Louisville's equine business program, Keeneland Race Course, Library & Museum, Churchill Downs Race course & Museum, The International Museum of the Horse, Kentucky Horse Park, horse farms, equine medical facilities, and equine organizations.

Projected output will include but not restricted to:

- Live streaming and archived recording of the summit proceedings available via a Web site
- Summit proceedings contributed to the Kentucky Learning Depot (<http://kylearningdepot.org/>) to be shared among scholars, teachers, and students all over the world
- Social networking communities via wiki, blog, or Second Life as legacies for future Games' hosting sites
- A monograph of summit proceedings

Objectives:

- To promote Kentucky by showcasing unique equine research, resources, education programs and opportunities
- To leverage the unique concentration of participating equine experts in Lexington
- To offer a scholarly component to the WEG 2010 Games for the promotion of equine research and Industries
- To engage the P-20 education community in creating research and learning opportunities

Timeline:

08/2008-08/2009	Establish planning group; identify funding sources and secure funding and other resources; define Summit theme; call for sites; create blogs, wikis, Second Life; select presenters; create Summit program
09/2009-03/2010	Finalize Summit program; develop technical and production requirements for all sites; install and test equipment; conduct test runs
04/2010	Launch International Equine summit

Budget:

HD Videoconferencing equipment for local sites	\$100,000
Connectivity install for local sites	\$ 50,000
Local sites rental & other site expenses	\$ 50,000
Remote site expenses & honorarium	\$ 50,000
	Total \$250,000

DRAFT

Equine Artist Project

Description

Art is an important component of society and developing an interest in art at a young age is an essential component of any educational program. We propose engaging 44-6 Equine artists, photographers and sculptors to develop a series of 1-hour lessons or discussions about how they create their paintings, statues, photographs, etc. to be taped and aired over Internet2 or on KET in the months immediately preceding the WVEG. These video art instructions would be available to art teachers in Kentucky's high schools and postsecondary Institutions at a nominal cost and would be marketed through KET worldwide. At a cost of \$100 for the series. The artists selected would be specialists in the field of equine art. It would be hoped that the official artist of the 2010 Games, Leroy Neiman, would be one of the participants and/or serve as the host for each segment. As much as possible, these artists would be working with students as they "taught" their art lesson in order to make the series as much of a hands-on project as possible.

Projected output will include but not restricted to:

- 6 ½ to 1 hour video segments
- Written materials
- Accompanying handbook

Objectives

- Raise the awareness of equine art
- Incorporate the events off the 2010 WVEG into art classes at the high school and postsecondary level
- Highlight the history of the horse in art

Timeline

10-2008 – 04/2009	Identify and engage artists in project; establish locations for videotaping; work with artists to develop the content of each segment
05/2009 — 06/2010	Tape, edit and prepare video segments for distribution. Begin promotion of the project through art educators, museums, art groups, etc.
07/2010 — 10/2010	Begin airing the segments and begin offering the series for sale.

Budget

Artists fees & travel expenses	\$30,000
Production and distribution	\$40,000

Virtual Events

Description

Prior to the Games, students will interact with equine experts via three virtual events held on Internet2. The first of these will occur in the spring of 2009, the second in fall of 2009 and the third in the spring of 2010 immediately after the state testing period. Students will be involved in the planning and implementation of these virtual events. During the Games there will be a live, virtual event.

Projected output will include but not restricted too:

- Live, student produced, real-time reporting about issues related to horses, Kentucky and the 2010
- WWEG. Students and teachers will be linked with experts in virtually all equine related fields: i.e. veterinarians, trainers, competitors, economists, scientists, history experts, etc.

Objectives

- Engage students in the process of designing and implementing web-based events that relate to the 2010 WEG. Bring together an international equine community of experts and provide access to their knowledge and expertise via web-based connections.
- Promote the 8 events of the WWEG.

Timeline

10/2008-003/2009	Planning and development, identification of funding sources and other resources
04/2009 — 10/2010	State 3 events including one live event during the staging of the WEG

Budget

Planning, engage coordinator to direct the project	\$25,000
Implementation of 3 events	\$75,000

Art and Music Competition

Description

Through a grant from the National Endowment for the Arts, the Kentucky Music Educators and the Kentucky Art Educators would sponsor a music and art competition centered on the horse and the eight events of the WEG. An outline of the grant proposal and suggested competitions follows. (Grant application deadline is August 1, 2008 for an August 1, 2009 award. Matching funds are required)

Draft Grant Proposal Outline – Joint Application for Art and Music

Music Competition – Administered by the Kentucky Music Educators Association

Original Score Composition for solo instrument, trio, quartet or larger ensemble – university level

- Music must be based on one or all of the 8 events of the World Equestrian Games. Applicants will be provided with a DVD 5 minute promo depicting the 8 events.
- Should be between 4-7 minutes in length
- Judges will be people such as Louisville Symphony conductor or concert master, George Zack, John Nardolillo, ECU music dean, successful Kentucky composer, mini-series producer Sam Koltinsky (who will use the music in the mini-series)
- Applications will be accepted beginning August 15, 2009 through October 1, 2009 but information will be sent out in the spring of 2009 and again in the fall and the competition will be publicly announced in spring of 2009.
- Products will be due to the committee no later than June 1, 2010
 - Scenario #1 they produce a CD and send it in
 - Scenario #2 we provide transportation money and they come perform for the judges in person at the Singletary Center and their session is recorded so judges can go back and hear the music again before making a decision (need a cost for this to put in grant **OR** we can select 4-5 locations across the state where we hold the judging in conjunction with the performance events listed below and only pay the judges for travel and expenses, but still record the performances)
- Regional winners? (depending on how many entries there will be – may be a very small number)
- 1st place award will be \$2500, runner up will be \$1000 and winning music will be used in the 6-part mini-series being created by Kentucky-based Marvo Entertainment Group.

Performance competition – high school orchestra level

- High school orchestras and/or ensembles will research and choose a horse related piece of music or piece of music they feel effectively captures the feel and spirit of one or all of the 8 equestrian events. Scores should be no more than 15-20 minutes in length.
- Judges will be the same as above
- Applications will be accepted beginning August 15, 2009 through October 1, 2009.
- Performances will be judged regionally in 4 places in the state in *June 2010*. We will pay judges their travel expenses and perhaps a fee? Regional winners will come to Lexington to perform in a public concert where judges will pick the winners in *September 2010*.
 - Competitors will be expected to provide a written discussion of how the piece of music was chosen, which event or events they feel it represents and why.

- Winning orchestra/ensemble will receive \$3500, 2nd place \$1500 and 3rd place \$500 for their school music program.

Art Competition – Administrated by the Kentucky Art Educators Association

Original painting, sculpture and photography – elementary, middle, high and post-secondary

- Theme will be the bond between the horse and human. Artists will be required to provide a written description of their work, what research they did about the horse and it's connection to humans, why they chose the medium they did to depict the theme, and what they hope their work will convey, etc. We want to connect this to other educational areas such as writing, critical thinking, etc.
- Applications will be accepted beginning September 1, 2009 through October 1, 2009. Applicants will be provided with a DVD 5 minute promo depicting the 8 events.
- Art work will be due by May 1, 2010 with judging to take place on a regional level during the first two weeks in May, final judging to take place at the Horse Park in June 2010
- 1st, 2nd and 3rd place prizes will be awarded in each category for each level at each of 4-5 regional competitions. Prizes will be art supplies for the painters and sculptors and digital photography supplies for the photographers. Cash awards of \$200, \$100, and \$50 at each level. (Hope to get these donated)
- Top 3 winners in each category will be in final competition
- Grand Prize winners will receive cash and/or major tools and materials for their art form (i.e. digital camera for photographer or lenses etc, top of the line brushes, easels, canvases, etc., sculpting materials and tools, etc. (hopefully these would be donated items and count as in-kind matches for the grant?))
- Regional judges will include art teachers, local artists and photographers, etc.
- Finals judges will include professional equine artists and photographers and equine sculptors
- Winning regional entries will be displayed at the Kentucky Horse Park during the WEG and will be on display at the music concert in September.
- A limited edition poster will be created using the winning art and will be sold with a commemorative CD of the winning original scores and winning performance, to benefit the art and music programs at the winners' schools. (Will look for a printer to donate the printing)

Projected output will include but not be restricted to:

- Art and music original creations by Kentucky K-20 students
- Concert and exhibition of works created through the contest

Objectives:

- Include music and art as major components of the learning process for the WEG
- Encourage talented students to be creative and meet the challenge of a statewide competition
- Provide one more visual and auditory tool to highlight the WEG, the horse, and Kentucky's connection

Draft Budget

Item	Cost	Source
Promotional materials for both competitions	\$5000	Grant funds
Coordinators for both competitions	\$7000 (\$3500 each)	Grant funds
Judges for music competitions including regional travel and accommodations	\$7500	Grant funds and local donations
Regional judges for art projects, minimal travel, food	\$2500	Local districts and community organizations
Finalist judges for art projects including travel and accommodations	\$5000	Grant funds
Recording the performances	\$5000	Grant funds or local tv or radio stations??
Recording winning music for use in the mini-series	\$3500	Mini-series producer
Regional & final prizes - music	\$9,000	50% Grant and 50% donations
Regional art prizes	\$4,000	Seeking local support for the cash awards which range from \$200 - \$50 and/or in-kind prizes such as art supplies
Final art prizes	\$10,000	Not necessarily cash – would hope for donated prizes such as Nikon D300 camera and lens kit, week's course at the Rocky Mountain School of Photography, set of top of the line brushes, apprenticeship for sculptor to work in bronze, etc.
Commemorative Poster	\$5,000	Donated services from printer, other costs would be packaging, shipping, etc.

4-H and FFA Education Projects

Description

4-H “Horse Contacts” are 4-H agents specializing in the equine educational programming. There are seven “Horse Contacts” in Kentucky. Most agents serve several counties. Every county has one. They have access to all Kentucky schools through local county agents.

All “Horse Contacts” would attend a train-the-trainer workshop where they would learn about the 2010 World Equestrian Games and receive a teaching tool kit including a film, reproducible materials and activities for use in classrooms. Materials might include existing units like Gee Whiz in Agriculture-Why Horses Run So Fast, KET’s Virtual Horse Farm Tour and Educational Modules produced by KEEP. The “Horse Contacts” would train the agents in their counties. The agents would go into all Kentucky schools and present the program.

In a similar manner, directors of the Future Farmers Association chapters across the state would work with the Agriculture Science departments at their nearest universities, as well as collaborate with the 4-H regional directors, to incorporate the horse and the events of the WEG into their programs. In both cases, student ambassadors would be directly involved in the planning and implementation of the educational units and would serve as peer mentors.

Projected output will include but not be restricted to:

- Enhanced teaching tools for use by 4-H and FFA teachers and students
- Student-led demonstration projects highlighting the horse and the events of the WEG

Objectives:

- Meets goals of WEG K-20 subcommittee:
- Increase interest in, and knowledge of, the World Equestrian Games
- Utilize existing resources and expertise to enhance knowledge of the equestrian events and the importance of the horse in Kentucky.
- Raise awareness level of potential careers involving horses.

Timeline

Summer 2008- Spring 2009	Convene respective groups and develop activities for use in schools, begin organizing learning events, prepare teaching materials for use by 4-H and FFA
Summer 2009 – Summer 2010	Distribute learning materials statewide, stage local events that tie in with the curriculum and the goals of 4-H and FFA as aligned with those of the 2010 Games
Fall 2010 – Spring 2011	Continue using materials and incorporate real-time learning as the Games are being held. Continue using materials developed with the addition of materials developed as a result of the actual Games themselves.

Budget

Materials and resources for each school district in the state (174) to be shared by 4-H and FFA	\$500,000
---	-----------

Miscellaneous Projects

Web Cams

Working with manufacturers and distributors of high-end web cams, the education committee will seek to place as many as 4 web cams in equine venues around the world to provide windows on the equestrian world. Discussion questions, an archive of images, and a blog will be established so students and teachers around the world can communicate and discuss what they are seeing. This would provide a means for interaction among students and teachers from various cultures speaking various languages and would increase the understanding of the importance of learning different languages and studying different cultures. (\$100,000)

Kentucky Teaching and Learning Conference

The Kentucky Teaching and Learning Conference will offer a strand at the March 2010 statewide convention directly related to the World Equestrian Games. This strand will include information on how to make the Games relevant to what is being taught in the classroom, how to utilize the technology-based events, World Languages and Culture, and writing. KDE will work with the other two education sub-committees to devise presentations for this statewide conference which draws over 3,000 educators from across the state. (\$10,000)

Artist-in-Residence Opportunities

Equine artists, sculptors and photographers would be placed in schools throughout the Commonwealth over the course of the 2009-2010 school year to serve as artists-in-residence or guest artists for 1-3 weeks per location. These artists would receive fees for their time and be provided living accommodations (which could be donated by local hotels or universities or which could be as guests with host families.) The business community would be approached to sponsor one of these artists in their local community and possibly exhibit their work. (\$50,000 - \$75,000)

Sports Management Interns

Students from the Kentucky university sports management degree programs will be matched to various planning and operational jobs with the commercial and non-commercial organizations involved with putting on the Alltech 2010 WEG.